Character Name

Class

Subclass

Player Name

Race

Alignment

Age

Eyes

Skin

Weight

Height

Hair

Character Level

Experience

Proficiency Bonus

Strength
- ○ ___ Saving Throw
- ○-○ ___ Athletics

Dexterity
- ○ ___ Saving Throw
- ○-○ ___ Acrobatics
- ○-○ ___ Sleight of Hand
- ○-○ ___ Stealth

Constitution
- ○ ___ Saving Throw

Spellcasting

Intelligence
- ○ ___ Saving Throw
- ○-○ ___ Arcana
- ○-○ ___ History
- ○-○ ___ Investigation
- ○-○ ___ Nature
- ○-○ ___ Religion

Spellcasting

Wisdom
- ○ ___ Saving Throw
- ○-○ ___ Animal Handling
- ○-○ ___ Insight
- ○-○ ___ Medicine
- ○-○ ___ Perception
- ○-○ ___ Survival

Spellcasting

Charisma
- ○ ___ Saving Throw
- ○-○ ___ Deception
- ○-○ ___ Intimidation
- ○-○ ___ Performance
- ○-○ ___ Persuasion

Passive Perception

Proficiencies

Weapon and Armour Proficiencies

Tool and Other Proficiencies

Languages and Racial Features

Initiative

AC

Speed

Hit Points

Maximum

Temp

Hit Dice

Maximum

Remaining

Regained on Long Rest

Conditions

Exhaustion ○○○○○○

Inspiration ○

Death Saving Throws

Successes ○○○ ○○○ Failures

Weapon | Range

Hit | Damage

Tags/Notes

Weapon | Range

Hit | Damage

Tags/Notes

Weapon | Range

Hit | Damage

Tags/Notes

Ammunition | Count

Ammunition | Count

Number of Attacks per Action

○ Bonus Action Attack

Spell Save DC

Spell Attack Bonus

Concentrating

Equipment

P

G

E

S

C

Attuned Items

○

○

○

Background and Feats

Class Features

Feature

Maximum

Remaining

Replenished on

Amount Regained

Level

Level

Level

Level

Level

Level

Level